

Coa, efficient templating

Coa is a theme framework to create clean and functional templates.
It provides the Coa language and some useful out of the box features for fast and flexible development.

Coa is available for [GetSimple](#), the simplest Content Management System ever.

This documentation is related to Coa 1.3.

Get started

Watch the [brief video overview](#)

[Download Coa](#) from the GetSimple Repository

Visit the [Coa project page](#)

[Drop me a mail](#) if you have any questions

If you like Coa, consider supporting its development

www.plue.me/coa/support-coa

Thanks a lot.

Table of contents

1. The Idea
2. Examples
3. Usage
4. Reference
 - 4.1. Constant Objects
 - 4.2. Page Objects
5. Tags
6. Change Log
7. License

1. The Idea

A website built with Coa needs at least two templates. These are 'constant.coa' and 'page.coa'.

The constant template contains the website header and a bit of configuration, the page template contains the website body.

Create objects like 'menu', 'css', 'content' or 'image' to build your template. Assign attributes to them to specify their behaviour. You find all possible objects and attributes in the reference below.

2. Examples

If you want to create a menu you could do something like this:

```
menu
  wrap = <ul> | </ul>
  act = <li class="act"> | </li>
```

Make a breadcrumb navigation out of it:

```
menu
  wrap = <ul> | </ul>
  cur = <li class="cur"> | </li>
  mode = breadcrumb
```

Get content which is only shown on subpages:

```
content
  get = sidebar
  if = sub
```

You can place other files in your template, too:

```
place
  file = footer.php
  wrap = <footer> | </footer>
```

Use the constant template to include CSS files:

```
css
  all = css/style.css
  print = css/print.css
```

Include JavaScript files:

```
script
  js = js/jquery.js
  js1 = js/functions.js
```

3. Usage

Use line breaks to separate objects from each other, but don't use theme between attributes.

Use '#' in front of a line to comment attributes or even whole objects.

Wraps are always separated with a pipe, e.g. <div> | </div>.

Add '.php' to the Coa templates to show them in the GS theme editor. You have to change the relating paths in 'template.php' as well.

Paths usually start in the theme folder, defined in 'template.php'.

4. Reference

All objects can have the attributes 'only', and 'exclude'.

Both can have comma separated page ids where to show or hide the object.

meta

description = This is the website description ...

only = index, about-us

All objects can use 'if' with the values 'sub' or '!sub' to show or hide it on subpages.

text

value = <h1>This is the page title: %title</h1>

if = !sub

4.1 Constant Objects

config

loginReq = if set to 1, login is required to see the website

minify = if set to 1, source code is compressed

cache = if set to 1, cache is enabled (disabled if logged in)

htmlTag = use ieClass for html5 conditional comments or enter custom string
ieClass also removes <html> class 'no js' with JavaScript

protMail = set to 1 to protect email strings (use %mail@mail.com%),
2 to protect mailto links as well (does not support subject and body)

wrapPage = wraps the whole page template

main

title = defines the title tag, use the variables %site and %page

charset = website charset

base = overwrites the website base url from the GetSimple settings

language = use language codes, default is 'en'

favicon = path to favicon, but throwing the 'favicon.ico' in the root is actually enough

meta

viewport = defines the content of the viewport meta tag

robots = defines the content of the robots meta tag

description = website meta description

keywords = website meta keywords

headerGS = set this to 'none' to exclude the default GetSimple header

CSS

wrap = wraps the <link> tag, useful e.g. for conditional comments

all = path to css file without media tag, also numeric (all1 - all9)

screen = path to css file with media="screen", also numeric (screen1 - screen9)

print = path to css file with media="print", also numeric (print1 - print9)

handheld = path to css file with media="handheld", also numeric (handheld1 - handheld9)

script

wrap = wraps the script tag, useful e.g. for conditional comments

js = path to JavaScript file, also numeric (js1 - js9)

text

value = string to echo into the website header, see 'Page Objects' for variables you can use

data = echo data into the website header, see 'Page Objects' for details

wrap = wraps the whole object, separate with pipe

4.2 Page Objects

text

value = string to echo, you can use the following variables:

%cleanTitle, %title, %slug, %keywords, %description, %parent, %theme, %name

data = echo backend fields: cleanTitle, title, slug, excerpt, keywords, description, parent, date, url, theme, name (date can have the format set after comma)

wrap = wraps the whole object, e.g. <p> | </p>

link = define a link, optional target set after comma

image

file = path to the image

alt = alternative title

title = image title

wrap = wraps the whole object

size = define image width and height, separate with comma (use 'auto' for no attribute)

link = define a link, optional target set after comma

menu

mode = set to 'default' for the normal GS navigation or set to 'breadcrumb'

list = comma separated page ids, if set only these are shown

title = set to 'none' to hide the title of the <a> tag

wrap = wraps the whole menu, e.g. |

item = wraps each menu item, e.g. |

act = wraps each active menu item, means current page and its parents

cur = wraps current menu item, e.g. <li id="cur"> |

content

get = default is 'one' and echos the page content, also components work e.g. 'sidebar', use 'page: page_slug' to get content of the given page

wrap = wraps the whole object, e.g. <article> | </article>

place

file = path to file that shall be included, allowed are php, html and coa files

wrap = wraps the whole object

script

wrap = wraps the script tag, useful e.g. for conditional comments

js = path to JavaScript file to fire in the footer, also numeric (js1 - js9)

5. Tags

There are several tags available you can use inside the body.
Paths always start at 'data/uploads/'.

Lightbox

- Use [lightbox: path_to_folder] to insert the Coa Lightbox.
- Thumbnails will be listed and linked to the lightbox.
- Depends on jQuery, 'coa.lightbox.js' will be included.
- Image captions and attribute 'alt' from file title.

Images

- Use [images: path_to_folder] to insert an image list.
- Image titles and attribute 'alt' from file title.

Thumbs

- Use [thumbs: path_to_folder] to insert a thumbnail list.
- Hidden captions and attribute 'alt' from file title.

6. Change Log

Version 1.3

- Menu from list
- Improved documentation
- Minimalist design
- Get content of certain page
- Media 'handheld' for CSS object

Version 1.2

- Coa Lightbox
- Images and thumbnails from directory

Version 1.1

- Custom HTML tag
- Optional template suffix .coa.php
- Reset and base CSS

Version 1.0

- Coa template language
- HTML cache
- Source compression
- Hierarchical menus
- Breadcrump navigation
- Active and current menu items
- Protection of email links and strings
- HTML5 ready

7. License

Modified MIT License

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